

FIG.1

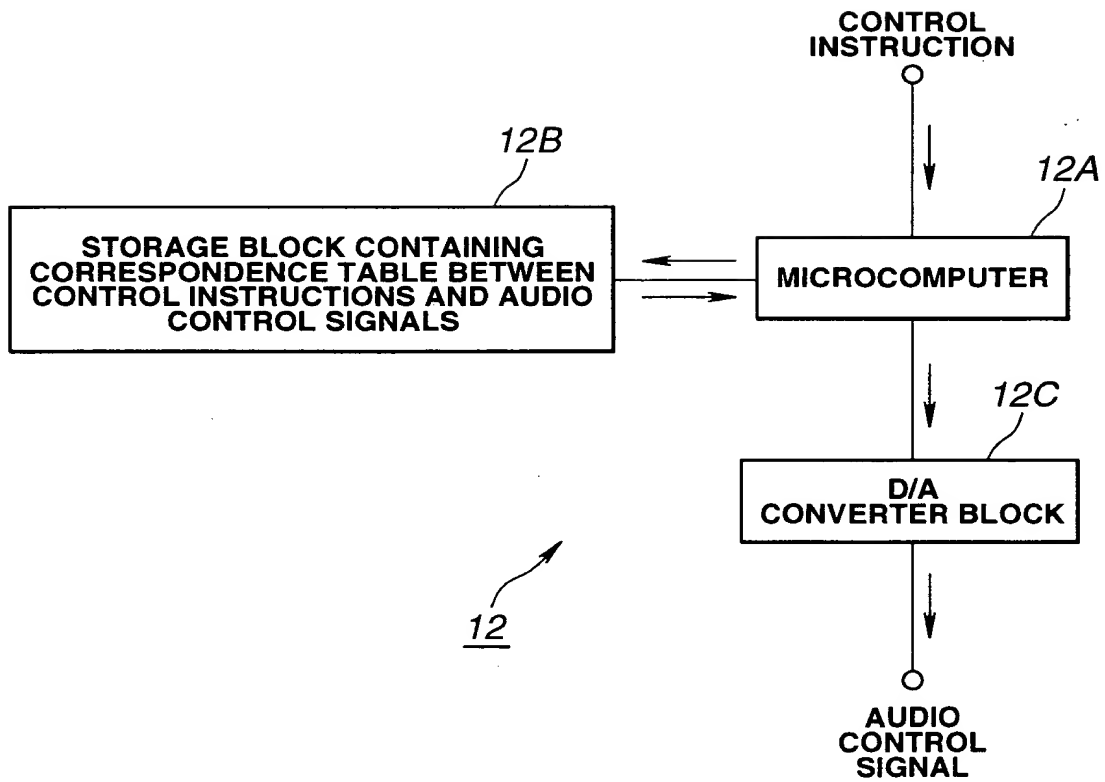


FIG.2

The diagram illustrates a radio receiver system, designated by the reference numeral 20. The system is composed of several interconnected blocks and signal paths:

- Antenna (21):** The system begins with an antenna, represented by a vertical line with a horizontal crossbar at the top.
- Reception Block (22):** A signal path, indicated by a downward arrow, leads from the antenna to a rectangular block labeled "RECEPTION BLOCK".
- Amplifier Block (23):** From the bottom of the Reception Block, another downward arrow leads to a rectangular block labeled "AMPLIFIER BLOCK".
- Decoder (25):** A horizontal arrow points from the right side of the Amplifier Block to a rectangular block labeled "DECODER".
- Control Instruction Output Block (26):** A horizontal arrow points from the right side of the Decoder block to a rectangular block labeled "CONTROL INSTRUCTION OUTPUT BLOCK".
- Audio Signal Output Block (24):** A downward arrow from the bottom of the Amplifier Block leads to a rectangular block labeled "AUDIO SIGNAL OUTPUT BLOCK".

The entire system is collectively identified by the reference numeral 20, which is shown with a curved arrow pointing towards the central components.

FIG.3

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graph TD
    AS[AUDIO SIGNAL] --> BPF[BPF 25A]
    BPF --> ADC[A/D CONVERTER BLOCK 25B]
    ADC --> MC[MICROCOMPUTER 25C]
    MC <--> STB[STORAGE BLOCK CONTAINING CORRESPONDENCE TABLE BETWEEN CONTROL INSTRUCTIONS AND AUDIO CONTROL SIGNALS 25D]
    MC --> CI[CONTROL INSTRUCTIONS]
  
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FIG.4

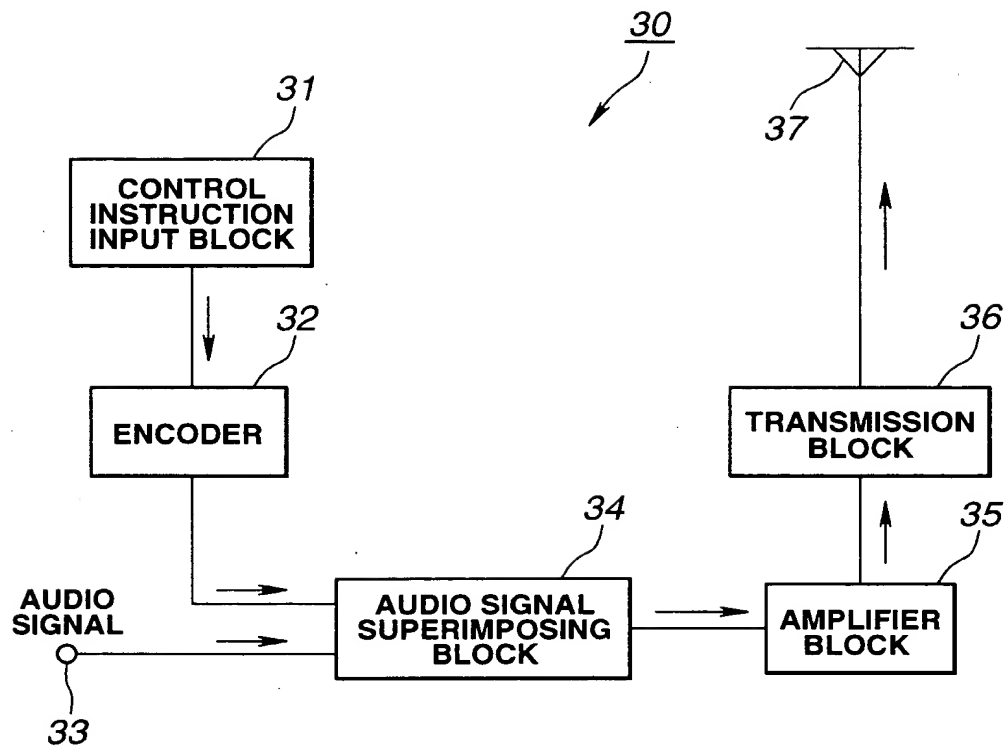


FIG.5

001001-000000

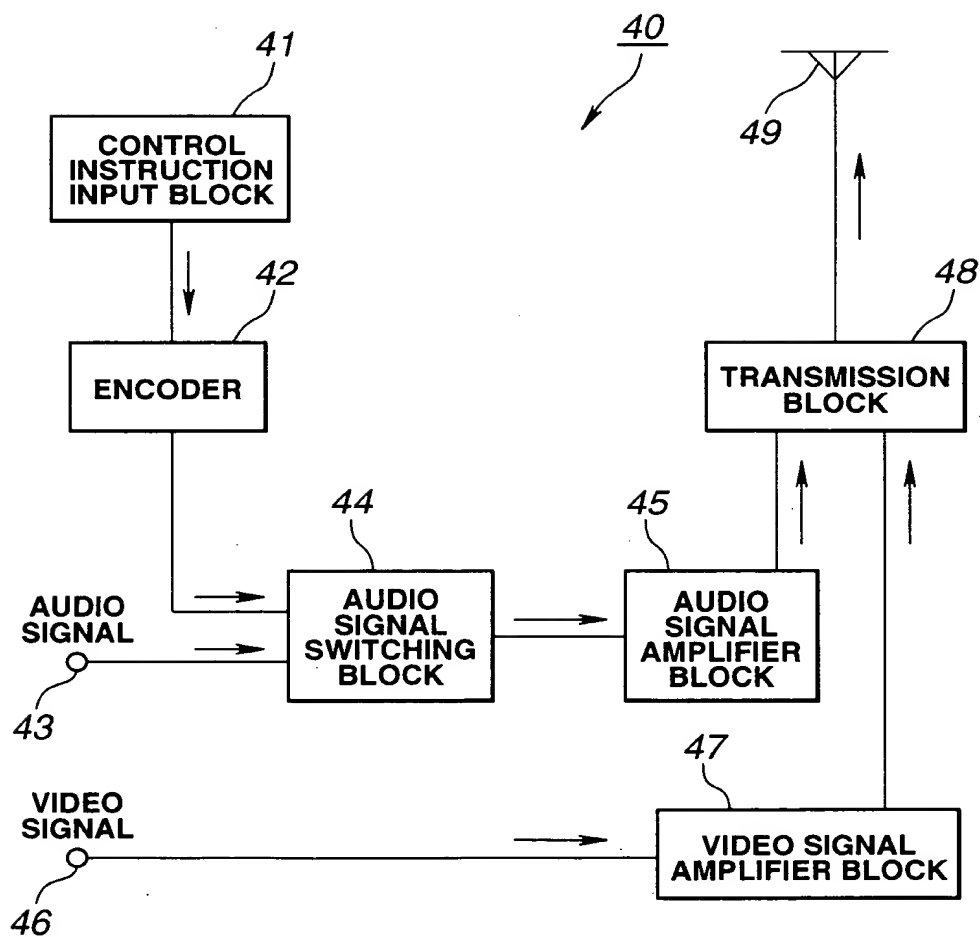


FIG.6

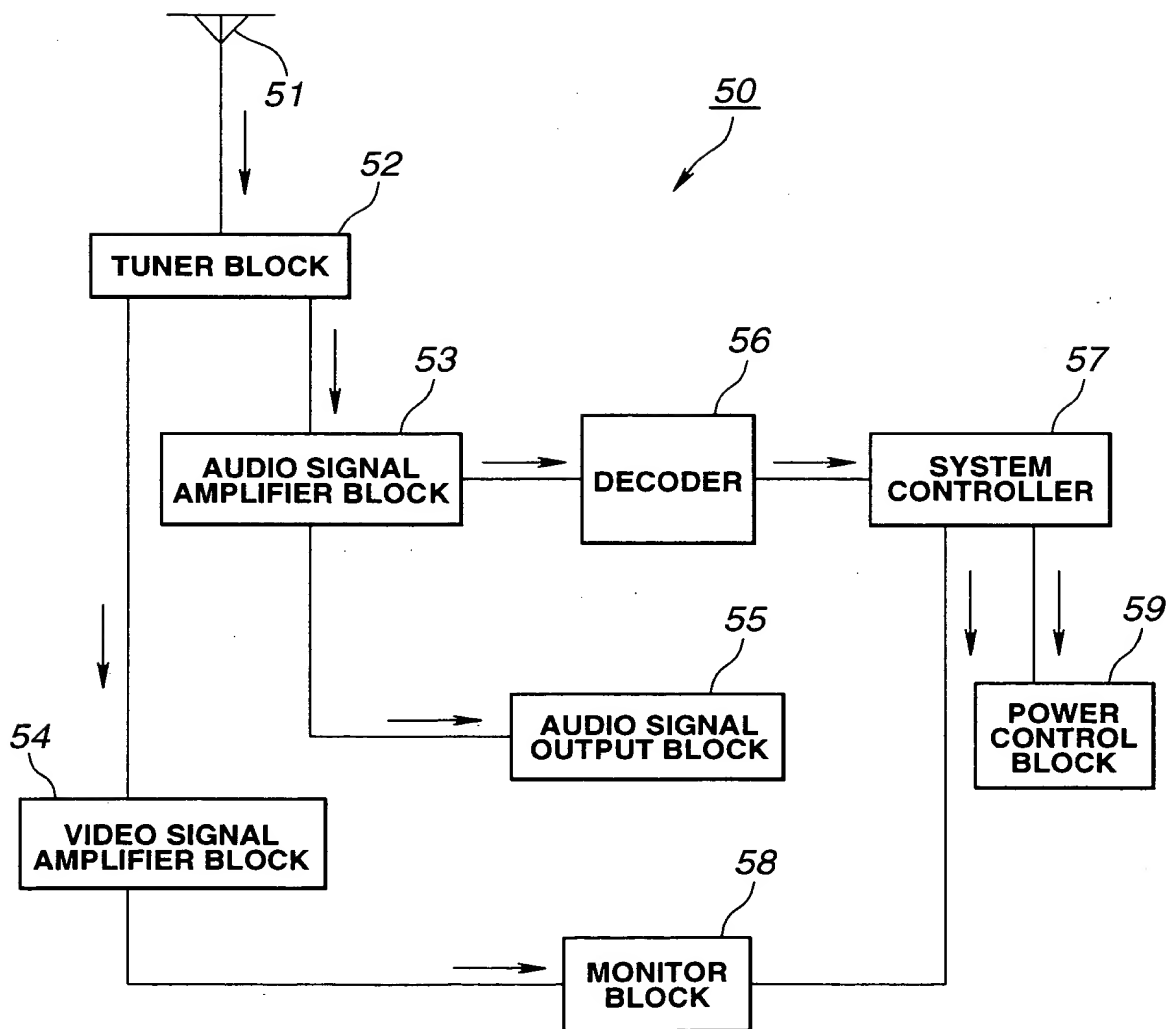


FIG.7

00423423 072700

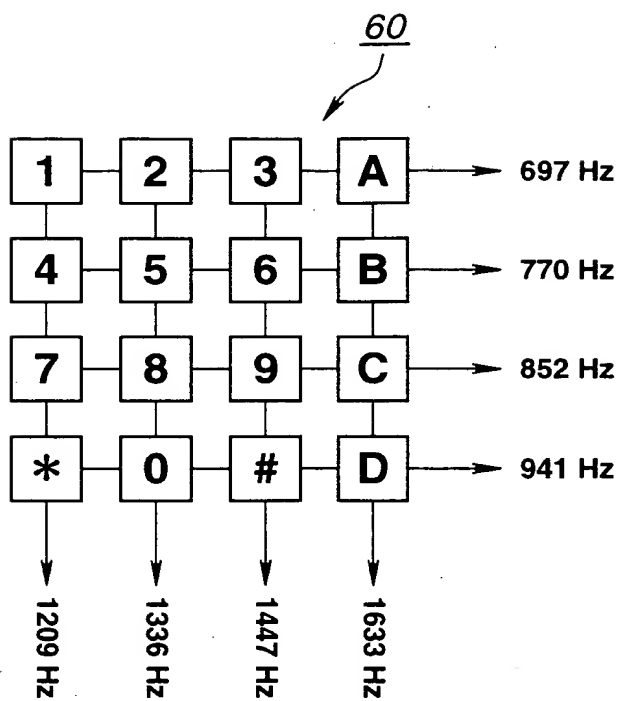


FIG.8

The diagram illustrates a system 70 for encoding DTMF signals. It consists of three main components: a **STORAGE BLOCK CONTAINING TABLE OF CORRESPONDENCE BETWEEN CONTROL INSTRUCTIONS AND DTMF SIGNAL STRINGS** (labeled 72), a **MICROCOMPUTER** (labeled 71), and a **DTMF TONE ENCODER** (labeled 73). A **CONTROL INSTRUCTION** is input into the microcomputer 71. The microcomputer 71 is connected to the storage block 72 via a bidirectional data path. The microcomputer 71 sends data to the DTMF tone encoder 73, which then outputs the **DTMF SIGNAL STRING**.

FIG.9

0542220 072700

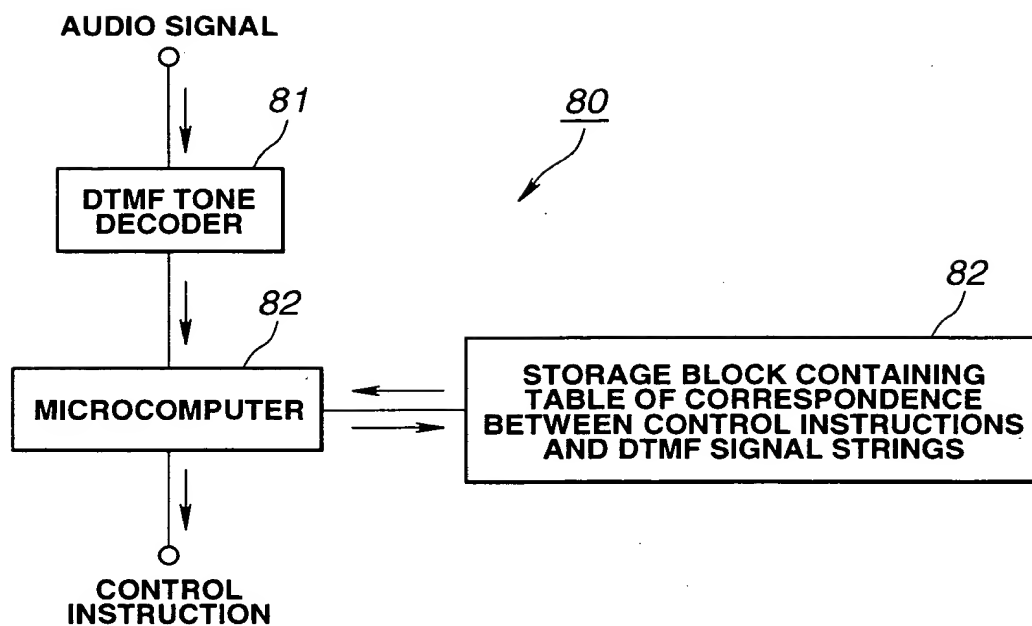


FIG.10

CONTROL INSTRUCTION	AUDIO CONTROL SIGNAL (DTMF SIGNAL STRING)
VIDEO OUTPUT OFF	1 #
VIDEO OUTPUT ON	2 #
POWER OFF	3 #

FIG.11

50 55 90 91

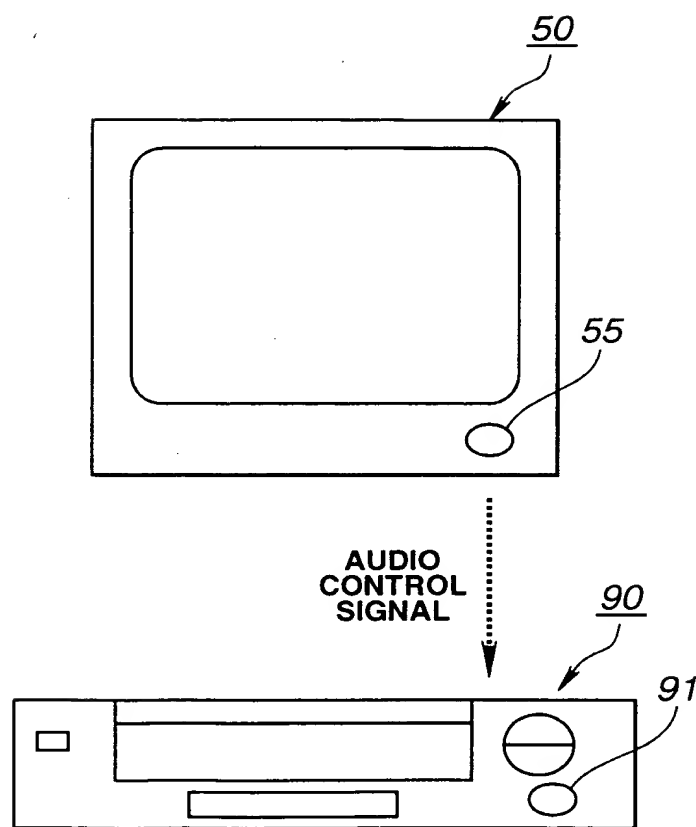


FIG.12

004422:0729
05220:2220

CONTROL INSTRUCTION	AUDIO CONTROL SIGNAL (DTMF SIGNAL STRING)
POWER ON	21#
POWER OFF	22#
VIDEO RECORDING START	23#
STOP	24#

FIG.13

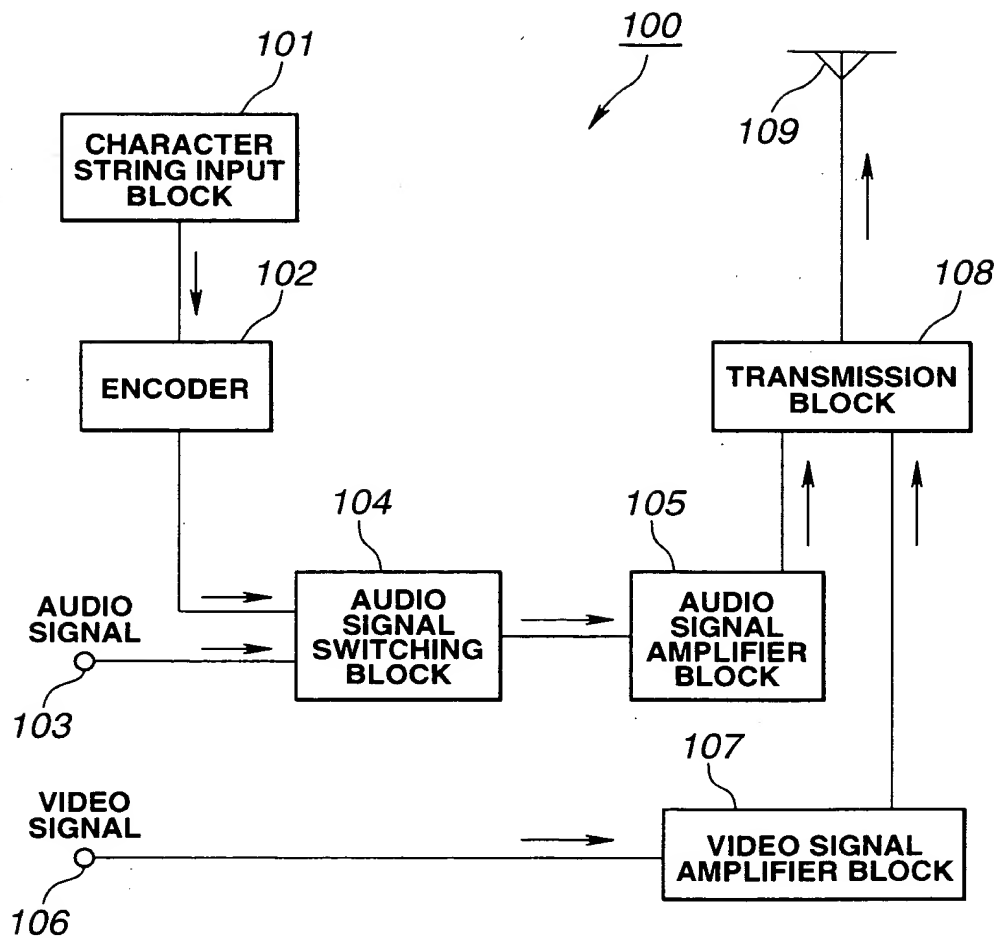
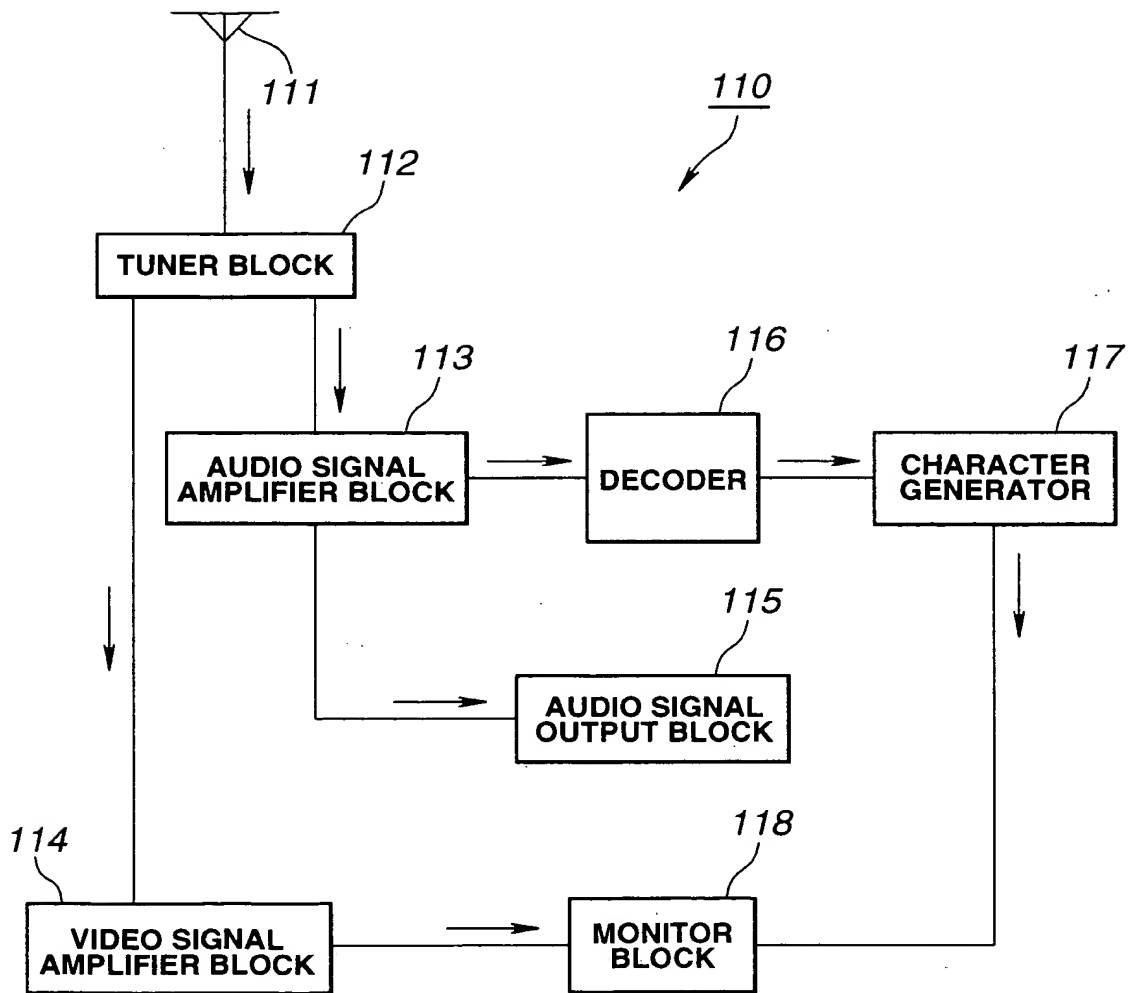


FIG.14



CHARACTER INFORMATION	AUDIO CHARACTER SIGNAL (DTMF SIGNAL STRING)
A	001#
B	002#
AB	003#

FIG.16

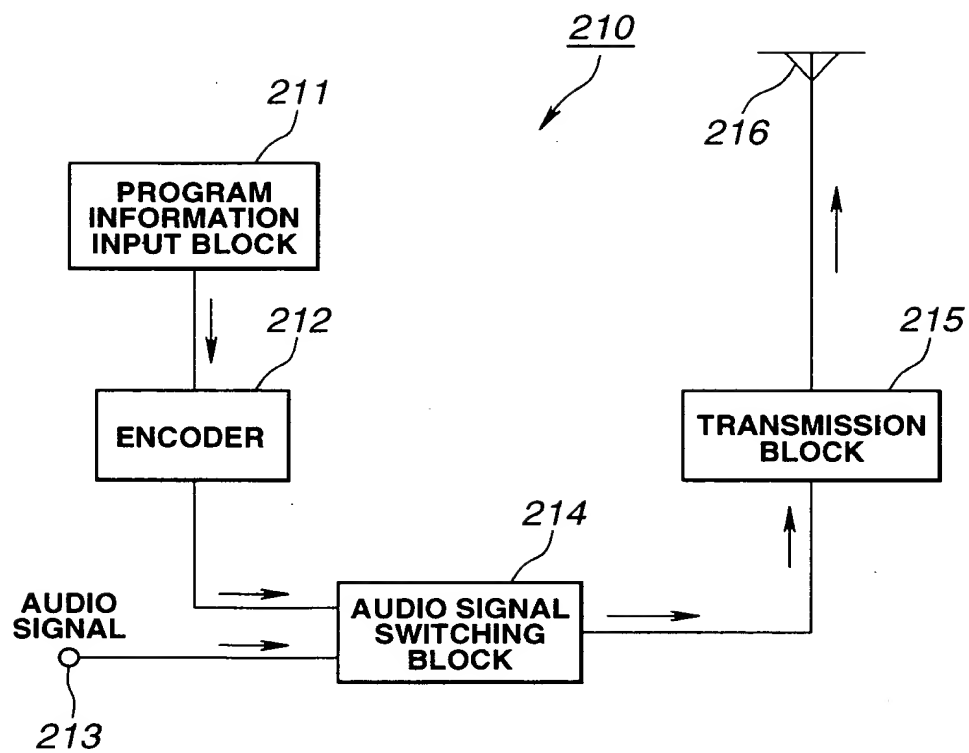


FIG.17

RECORDING DATE
RECORDING START TIME
RECORDING END TIME
BROADCAST CHANNEL

FIG.18

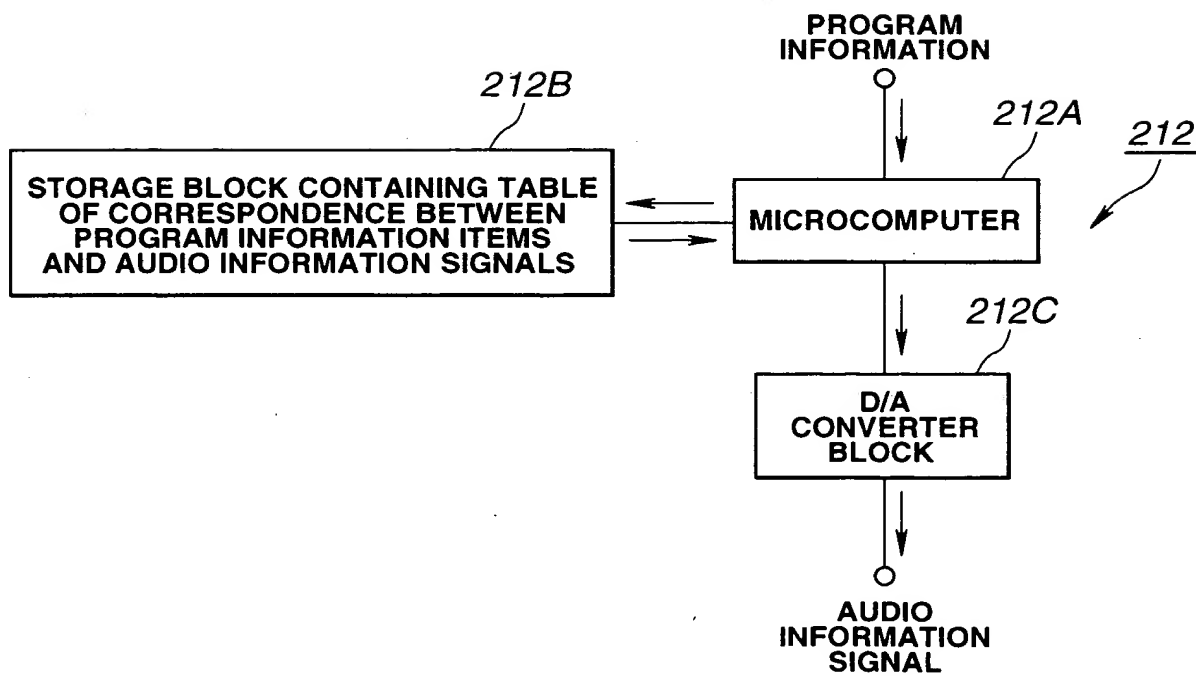


FIG.19

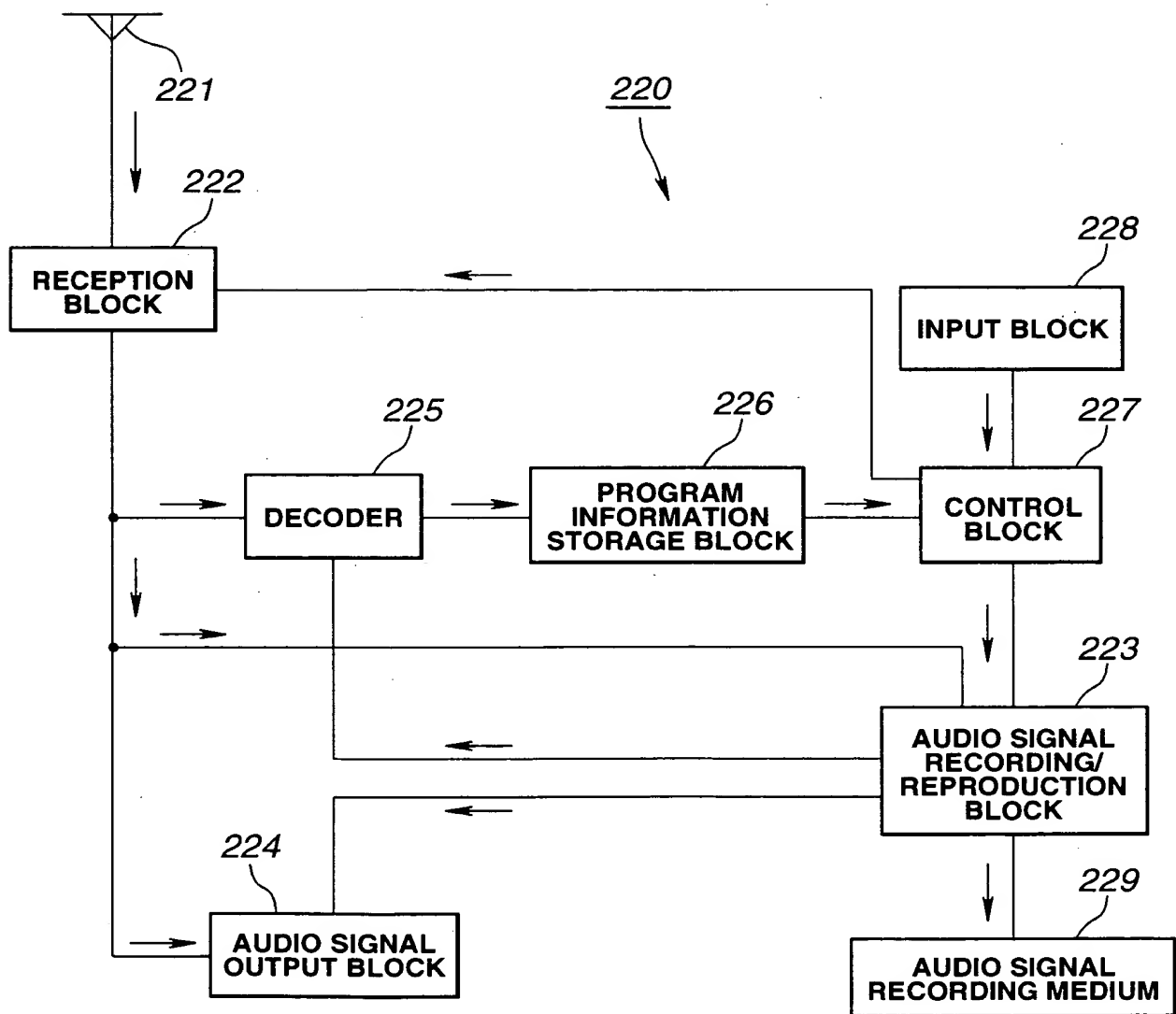


FIG.20

The diagram illustrates a system 225 for detecting program information. It begins with an **AUDIO SIGNAL** input, which passes through a **BPF** (Band Pass Filter) block, labeled 225A. The output of the BPF then enters an **A/D CONVERTER BLOCK**, labeled 225B. The signal from the A/D converter is then processed by a **MICROCOMPUTER**, labeled 225C. The MICROCOMPUTER is connected to a **STORAGE BLOCK CONTAINING TABLE OF CORRESPONDENCE BETWEEN PROGRAM INFORMATION ITEMS AND AUDIO INFORMATION SIGNALS**, labeled 225D, via a bidirectional data path. Finally, the MICROCOMPUTER outputs the **PROGRAM INFORMATION**.

FIG.21

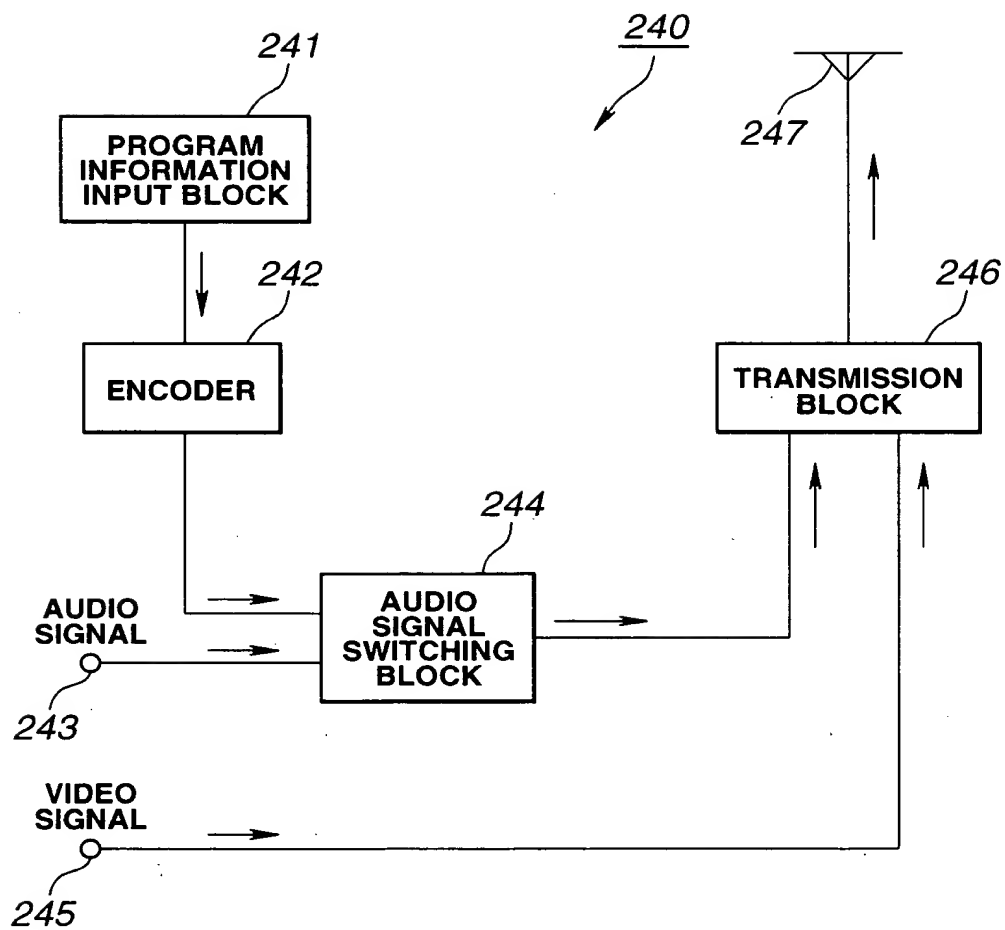


FIG.22

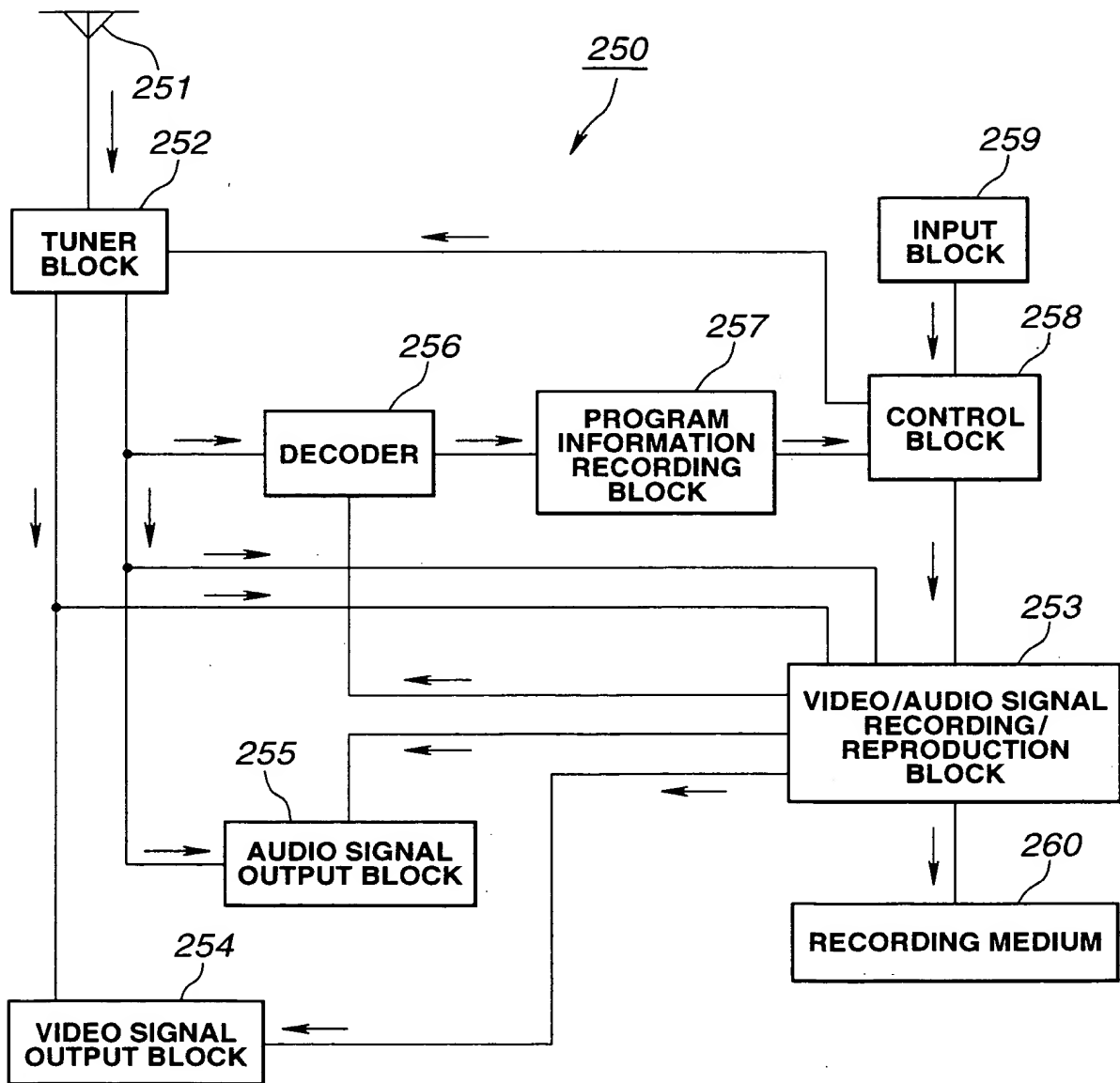


FIG.23

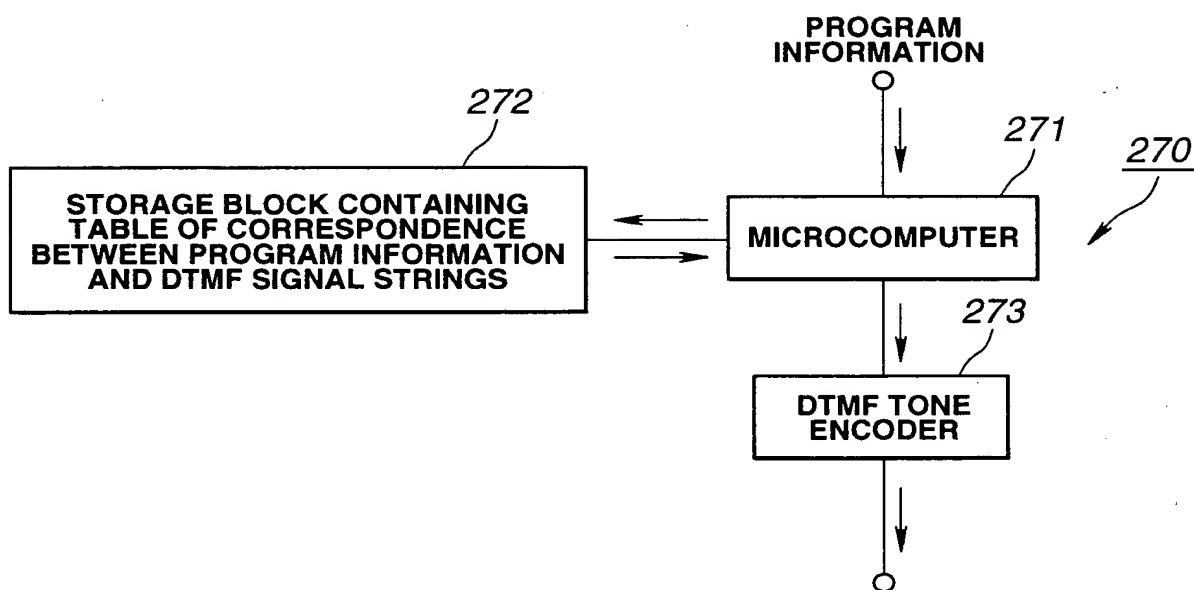


FIG.24

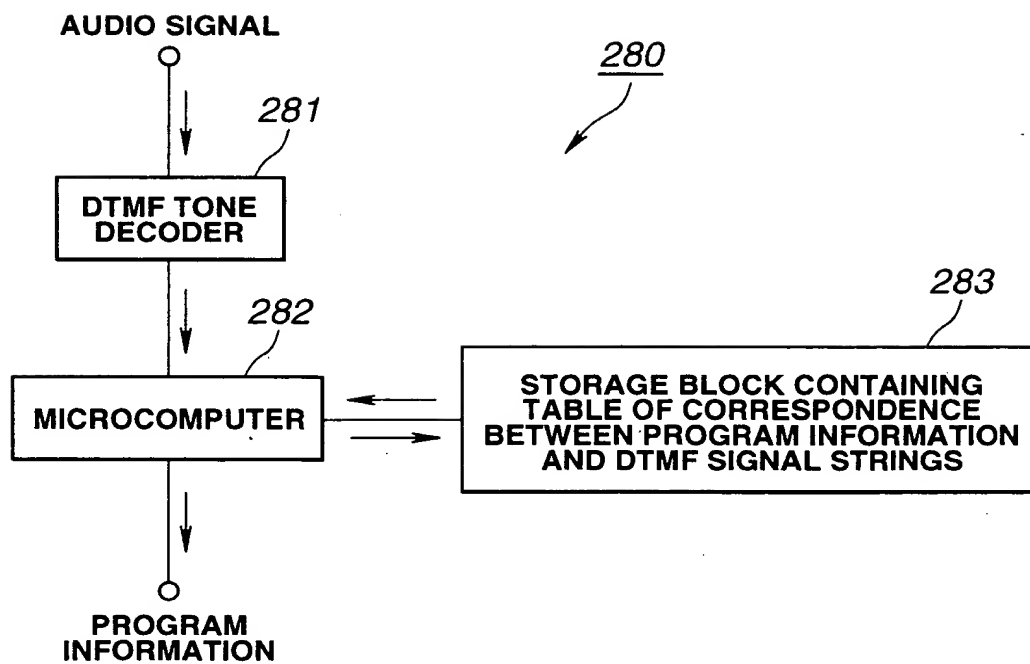


FIG.25

DATA No.	CONTENTS
DATA #0	[#]
DATA #1	[*]
DATA #2	PROGRAM BROADCAST DATE, MONTH 10'S POSITION
DATA #3	PROGRAM BROADCAST DATE, MONTH 1'S POSITION
DATA #4	PROGRAM BROADCAST DATE, DAY 10'S POSITION
DATA #5	PROGRAM BROADCAST DATE, DAY 1'S POSITION
DATA #6	PROGRAM START TIME, HOUR 10'S POSITION
DATA #7	PROGRAM START TIME, HOUR 1'S POSITION
DATA #8	PROGRAM START TIME, MINUTE 10'S POSITION
DATA #9	PROGRAM START TIME, MINUTE 1'S POSITION
DATA #10	PROGRAM END TIME, HOUR 10'S POSITION
DATA #11	PROGRAM END TIME, HOUR 1'S POSITION
DATA #12	PROGRAM END TIME, MINUTE 10'S POSITION
DATA #13	PROGRAM END TIME, MINUTE 1'S POSITION
DATA #14	BROADCAST CHANNEL, 100'S POSITION
DATA #15	BROADCAST CHANNEL, 10'S POSITION
DATA #16	BROADCAST CHANNEL, 1'S POSITION

FIG.26


```
graph TD
    START([START]) --> S1{PROGRAM INFORMATION FETCHED?}
    S1 -- NO --> S1
    S1 -- YES --> S2[DISPLAY MARK]
    S2 --> S3{RESERVATION SET INFORMATION ACCEPTED?}
    S3 -- YES --> S5[RESERVE PROGRAM]
    S3 -- NO --> S4{PREDETERMINED TIME ELAPSED?}
    S5 --> S4
    S4 -- YES --> S6[DELETE MARK]
    S4 -- NO --> S1
```

The flowchart illustrates the reservation processing procedure. It begins with a 'START' terminal, leading to a decision diamond S1: 'PROGRAM INFORMATION FETCHED?'. If the answer is 'NO', the flow loops back to the entry point before S1. If 'YES', it proceeds to process block S2: 'DISPLAY MARK'. From S2, the flow enters decision diamond S3: 'RESERVATION SET INFORMATION ACCEPTED?'. If 'YES', it goes to process block S5: 'RESERVE PROGRAM'. If 'NO', it proceeds to decision diamond S4: 'PREDETERMINED TIME ELAPSED?'. Block S5 also leads to S4. From S4, if the answer is 'YES', it goes to process block S6: 'DELETE MARK'. If 'NO', it loops back to the entry point before S3. The flowchart ends after S6.

FIG.27

09423123.072700

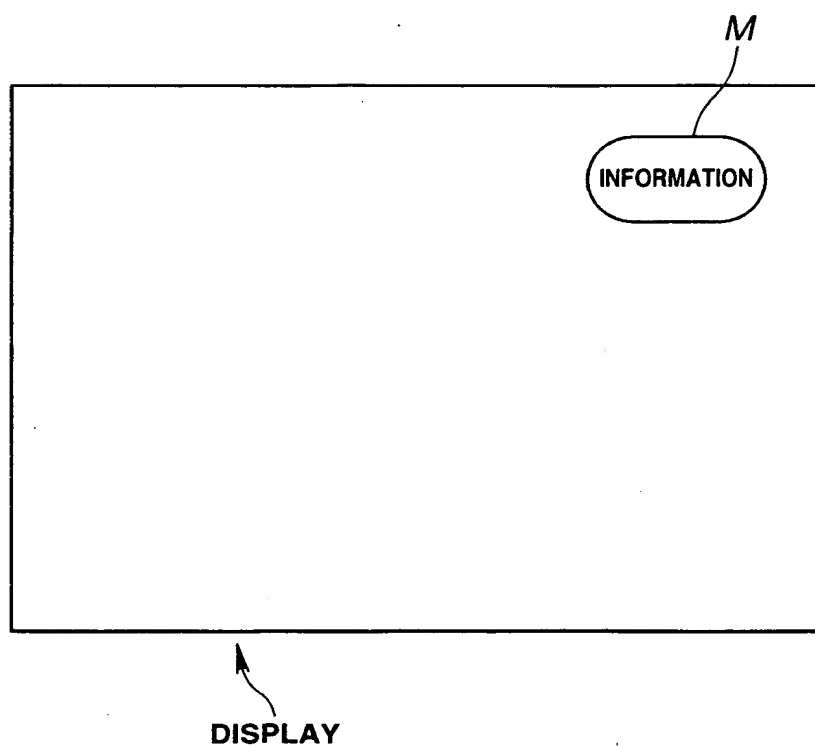


FIG.28